

BARAD-DÛR 22

This is BARAD-DÛR 22, the June 4, 1966 edition of the biweekly magazine of postal Diplomacy play edited, printed, and Gamesmastered by Jack L. Chalker, 5111 Liberty Heights Avenue, Baltimore, Maryland, 21207, USA, in association with the Games Bureau of the National Fantasy Fan Federation. Available in trade for YOUR postal 'zine or at the usual 10/\$1.00 rate. Back issues, ordered by number, 10¢ each.

===== Still no word on my status with Uncle Samuel; this may last through #23. If it lasts through #24 the worries are over.

In case ~~of attack~~ I must give up the magazine, whether for a short time or a long one, Mark Owings will take B & C under a new title (with no interruption in play whatsoever) and Ron Bounds will take E and another game if started, XF.

#25, our Annish, will be a combined BARAD-DÛR/ORTHANC and, we hope, will contain short articles on strategy and play. If you have anything -- such as How to Win with The Fatherland -- by all means send it in to me. Ditto on variants -- explanations would be helpful. There are at least 15 separate variant versions of Postal -- Don Miller's DIPLOMANIA is running most of them.

Jerry Jacks, that East-West pingpong ball, has moved in with Fred Patten (address & telephone given last issue). THE ORTHANC COA IS INCORRECT and should be disregarded. He is still willing to run OSGILIATH -- write him for details.

At least 1 -- and probably more -- editors have confused BARAD-DÛR/ORTHANC with Don Miller's DIPLOMANIA. No, Virginia, DIPLOMANIA is not connected with the N3F but with the Washington Science Fiction Society. Roplay discounts to players entering a new game presently in an N3F game do not apply if you're not playing in either BARAD-DÛR or ORTHANC. DIPLOMANIA is no more associated with us than GRAUSTARK.

I have Reinsel's phone number, but he told me that Germany was a little late for a phone call to do much good. Well, he's winning A so far so it's not all tragedy.

ANYONE FOR 9-MAN?

9-Man Diplomacy is played, in Chalker's version (not Miller's) exactly like regular 7-man. The only difference is the addition of several new zones on the map -- Iceland, Crete, Tripoli, etc. -- and a few new supply centers, plus 2 more countries -- The Kingdom of Scandinavia and the Holy Islamic Kingdoms of the Barbary Coast. The only other variant is that in 9-man I'd use the Lebling variant -- no freebie supply centers; the neutral nations (Serbia, Holland, Spain, etc.) are armed -- and in order to get that supply center you'll have to support yourself in. The neutral armies, however, are passive, like a nation in which Civil Government has Collapsed -- they don't move or retreat, but merely stand their ground.

All players will receive a doctored DIPLOMACY map which will include new centers and a few new areas. From that players can make up their own 9-man sheets as they need them. The game begins just as soon as 9 players apply. GAME FEE FOR ALL PLAYERS FOR THIS GAME WILL BE \$3.00, since it'll take longer & so cost more to run. Geographic distribution will be appreciated, but all old timers can join in. You WILL get a preferred list of countries based on the order in which you apply for the game. THE N3F DIPLOMACY SERIES NUMBER FOR THE GAME WILL BE GB-1966-XF.

2xc

②

GB-1965-8:
WINTER, 1907
BUILD & REMOVAL ORDERS

B

DIRECTIONS IN UPPER CASE WORK
directions in lower case fail

FRANCE (Huff): ELIMINATE ARMY PICARDY

GERMANY (Reinsel): ELIMINATE FLEET BALTIC
ELIMINATE ARMY RHUR

AUSTRIA (Clark): BUILD ARMY TRIESTE

ITALY (Mebane): BUILD FLEET ROME
(see below) BUILD FLEET NAPLES

TURKEY (Miller): BUILD ARMY CONSTANTINOPLE
BUILD ARMY SMYRNA

ENGLAND (Bounds): REMOVES RETREATING ARMY LIVERPOOL
REMOVES FLEET SKAGGERAK

A mistake last time in the unit roster -- Italy does not have
A Marseilles; that army is in Spain. All players and followers please
make the correction. SPRING '08 DEADLINE IS SAT. JUNE 18, 6 PM EDT.

PROPAGANDA:

NEWS ITEM: Berlin, Nov. 5: HELP!!!

GB-1966-C:
WINTER, 1906
BUILD & REMOVAL ORDERS

C

DIRECTIONS IN UPPER CASE WORK
directions in lower case don't

ENGLAND (Gilliland): BUILDS FLEET EDINBURGH

FRANCE (Sattel): NO REMOVAL ORDER RECEIVED. GAMESMASTER REMOVES
FLEET PORTUGAL (furtherest unit)
(PORTUGAL)

ITALY (Hugg): NO ORDERS RECEIVED. THE RETREATING ARMY VENICE,
HAVING NOT RECEIVED ORDERS TO RETREAT, IS ELIM-
INATED.

RUSSIA (Brooks): BUILDS FLEET ST. PETERSBURG (NORTH COAST)

TURKEY (Mebane): BUILDS FLEET CONSTANTINOPLE

There is no propaganda, not even from Alexis. It's either feast
or famine. Well, it's winter -- nuts always bloom in the spring &
while I don't like novels I expect the propaganda to come back -- or
is C going into Old Age like B?

DEADLINE FOR THE SPRING, 1907 MOVE ORDERS IS SATURDAY, JUNE 18,
1966, AT 6 P.M. EDT.

JOEL SATTEL IS WARNED THAT A FAILURE TO MOVE IN THE SPRING WILL
CONSTITUTE MISSING 2 MOVES (FALL & SPRING) IN A ROW AND HE WILL BE
IMMEDIATELY REPLACED. Get those moves in....

NEW MAGAZINE: A DROITE, GAUCHE, 7 & 9 man games, game fee's very
cheap -- \$1.00. Harold Naus, 519 Casselman St., Apt. C, Chula Vista,
California 92010

GB-1966-E:
WINTER BUILDS &
REMOVALS, 1903



③
DIRECTIONS IN UPPER CASE WORK
directions in lower case don't

Only two players out of the 5 having action submitted moves.
This is immoral & costly to the player.

ITALY (Brannan): NO REMOVAL RECEIVED. GAMESMASTER REMOVES
FLEET IRISH SEA, FLEET NORTH ATLANTIC (furthest
units from an Italian home supply center).

FRANCE (Owings): NO BUILDS RECEIVED for the second game year
in a row. STAYS CONSTANT AT 5 UNITS.

GERMANY (Gemignani): REMOVES ARMY TYROL

RUSSIA (Dygert): NO REMOVAL RECEIVED. GAMESMASTER REMOVES FUR-
THEREST UNIT, FLEET BALTIC SEA.

AUSTRIA (Miller): BUILDS ARMY BUDAPEST
BUILDS ARMY VIENNA

TURKEY (Von Metzke) and ENGLAND (Huff) Had no losses or gains.

PROPAGANDA:

Constantinople: Reports have just reached the Sultan of a tor-
rific storm in the Western Mediterranean. The Austrian fleet repor-
ted to be in that area is said to have suffered heavy losses. The
remainder of the Austrian fleet, refused entry into Spanish ports
by Admiral Zee Gall, Commandant of the French Occupation Forces, fi-
nally made its way back to Tunis, where they were welcomed by the
population. The repairs to the fleet will take a long time, accord-
ing to Intelligence estimates, so the Tunisian populace will have
quite some time to enjoy the company of the Austrian sailors.

Vienna (5 January 1904): The Emperor is reported by his War Min-
ister to be quite angered over the refusal of the Italian High Com-
mand to allow Austrian soldiers fighting the Germans in Venice to
make a holy pilgrimage to the Pope, in Rome. He is particularly up-
set at Austrian soldiers being turned away from the Vatican at bay-
onet-point, while Austrian soldiers are dying in the Alps defending
the Northern border of Italy from the German barbarians. The Emper-
or is considering a declaration of war against the Italians. He has
also indicated, in view of the Italian situation, that he may give
medals to the sailors in the Austrian Mediterranean Fleet who mut-
inied and attacked the Italian-occupied port of Tunis, in lieu of a
firing-squad!

DEADLINE FOR SPRING, 1904 MOVE ORDERS IS SATURDAY, JUNE 18, 1966,
AT 6 P.M. EASTERN DAYLIGHT TIME.

MIDWESTCON: A fun-type 3-4 day party for SF/F fans and attendant
diplomaniacs. Starts June 24 and goes the weekend, at the
Carousel Inn Motel, Cincinnati, Ohio. I'll be there -- see
you there, too?

(4)

CHALKER'S NINE-MAN GAME

1. All moves, battles, and procedure are identical with 7-man Chalker-style Diplomacy as played in DARAD-DUR.
2. All neutral zones containing supply centers have standing armies in them, which do not move or support but which defend themselves. Once dislodged, they are eliminated. This makes it more realistic (it's called the Lebbling Variant & also is being used by some in 7-man games).
3. In addition to the regular 7 countries, two new nations -- Scandinavia and the Barbary Coast -- have been added.
4. AUSTRIA's, FRANCE's, GERMANY's, ENGLAND's, and TURKEY's home centers remain the same, as does ITALY's. RUSSIA, however, has the following home supply centers: Sevastopol, Warsaw, Riga (Livonia), and Moscow. St. Peteris a supply center, but open & armed like a neutral.
5. SCANDINAVIA is divided as follows: NORWAY is divided into 3 zones. Christiana is in the south; its limit (line) is $\frac{1}{4}$ inch above where the southern boundary of the Norwegian Sea meets Norway. Trondhjem reaches up another $\frac{1}{2}$ inch. NORTHLAND goes the rest of the way. SWEDEN is also divided in thirds: the 1st line is Goth-land---- $\frac{1}{8}$ inch above the Baltic-Bothnia dividing line & thru the lakes to Christiana. Stockholm goes up to just below the Christiana-Trondjem boundary. Strackbooken goes the rest of the way north. Home supply centers are Christiana (F), Stockholm (F), Denmark (A).
6. BARBARY COAST: Morocco, which is western N. Africa. the line is straight down $\frac{1}{4}$ inch past the W, Med-Mid-Atl. dividing line, so it has a West (MATL) and East (W MED) coast. Algiers, which is the rest of North Africa. Tunis, same. Tripoli, which is a continuous strip of land in the south going from Tunis' eastern border down the length of the Ionian. It does not, however, border on the Tyrrhenian or E. Med...a slight dip from Tunis. Next to it is Egypt, or Cairo as you prefer. It runs down the SE edge of the map from Tripoli to Syria. Home supply centers are: TUNIS, (F), MOROCCO (F), TRIPOLI (A).
7. The following are new zones without supply centers: CAUCASIA (S. tip of Sea of Azov in Crimea to the Caspian, & down to Armenia). CYPRUS (the island in E Med near Syria & Smyrna); SICILY (the big isle at the toe of Italy); SALKONIA (Albania, the narrow S part of Serbia, lower $\frac{1}{2}$ of Bulgaria, & non-penninsular Greece -- 3 coasts, W on Ionian/Adriatic; S on Aegean; E on Black Sea); ICELAND (big island near sea legend in NW of map); SIBERIA (from top of map to middle of Caspian & down EC of Caspian. No border on Barents, tho); CASPIAN SEA, plus areas above in Barbary, Scandinavia. F MOSC is possible --but trapped in Casp.
8. The following new zones have supply centers: CRETE (the isle at the bottom of the Aegean); IRELAND (the big island to the W of England); CORSICA (northernmost of 2 islands directly below Piedmont & above Tunis); SARDINIA (southern of the 2 islands); EGYPT; PERSIA (where it sez DIPLOMACY -- bordered by Syria, Armenia, Caucasus, Caspian, Siberia); FINLAND; SWITZERLAND; SILESIA; MONTENEGRO (whole thing a $\frac{1}{8}$ inch block above Albania's northern border, on Adriatic, Serbia, Trieste);
9. Sicily is contiguous by land to Naples. The order A NAPLES to SICILY succeeds. CORSICA IS CONTIGUOUS FOR OUR PURPOSES TO SARDINIA. The order A SARDINIA TO CORSICA is valid.
10. Propaganda of S lines or less will be guaranteed verbatim insertion. Longer will be on a space-available basis, with 1 full page devoted to the game's propaganda & 1 to play.

11.48 CENTERS,
2.3 WINS, 1.9 OR
MAJORITY